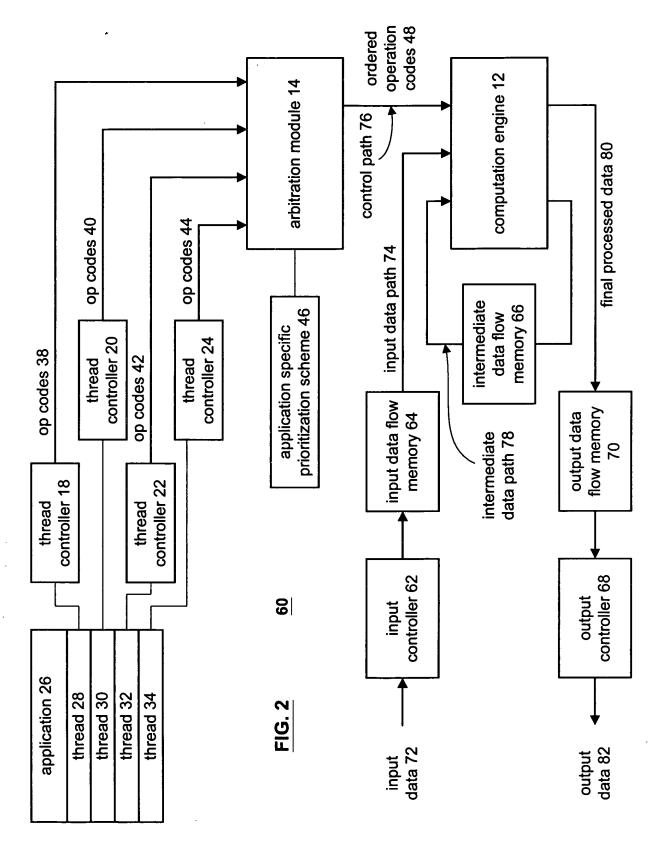
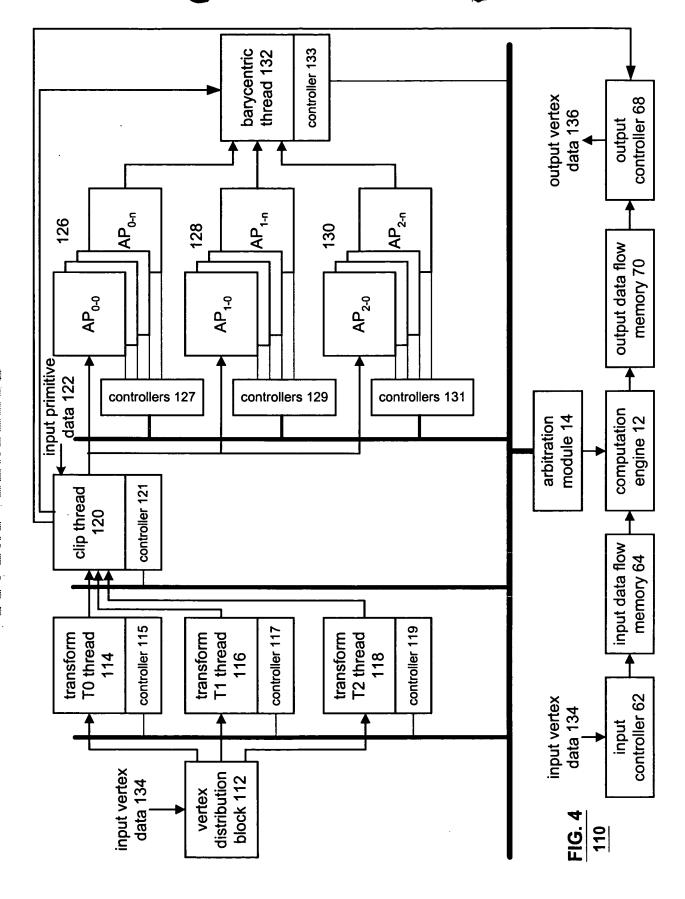
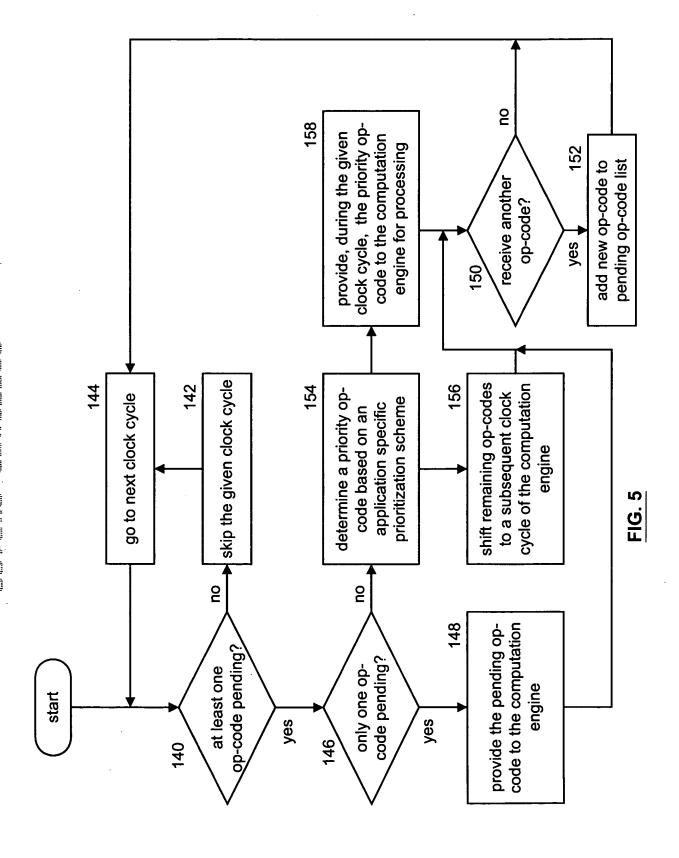
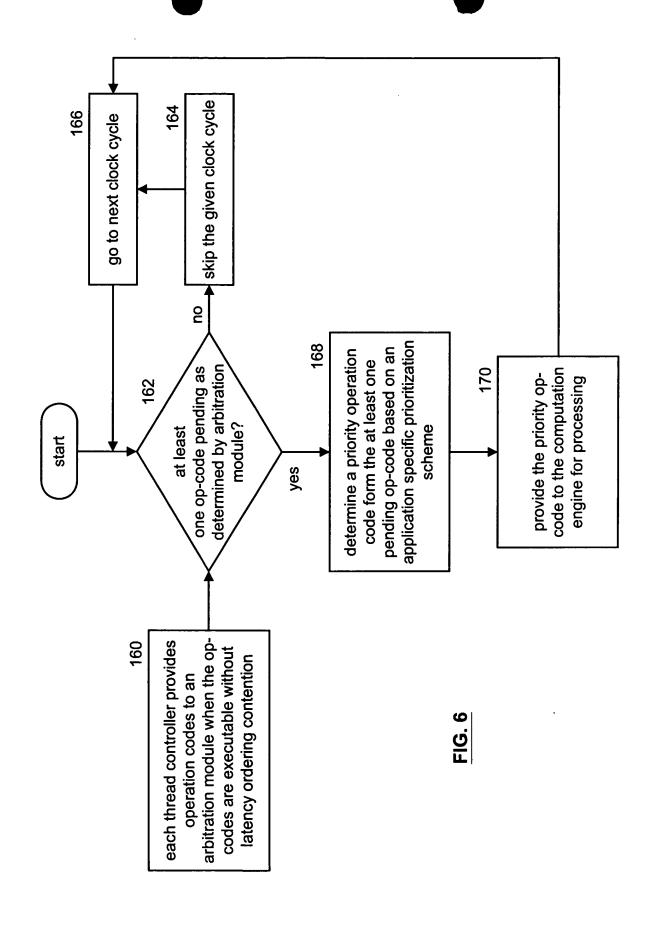
operation codes 48 ordered computation engine 12 arbitration module 14 op codes 38 op codes 40 op codes 44 op codes 42 resultants 50 prioritization scheme 46 application specific controller 18 controller 20 controller 24 controller 22 thread thread thread thread memory 16 · ; 9 application 26 FIG. 1 thread 32 thread 28 thread 30 thread 34

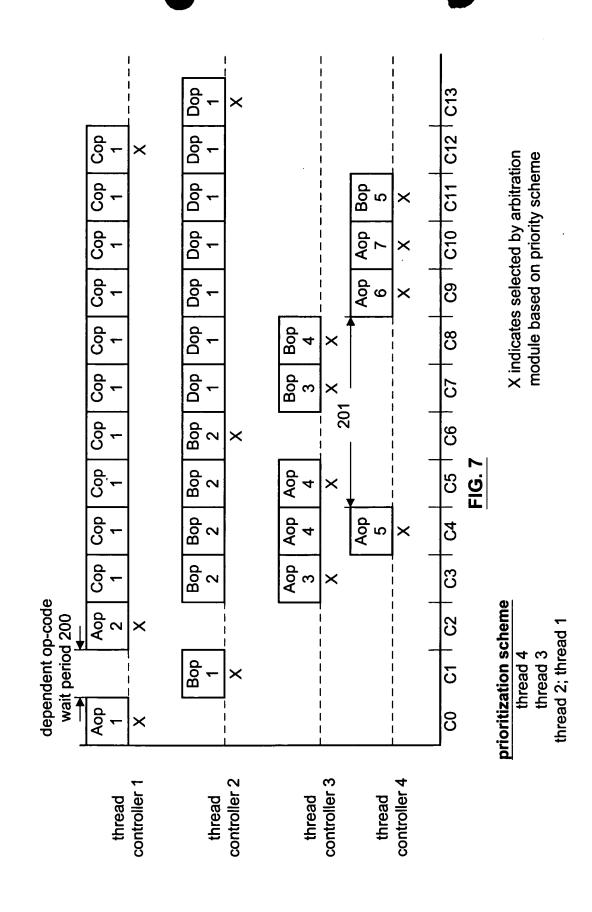


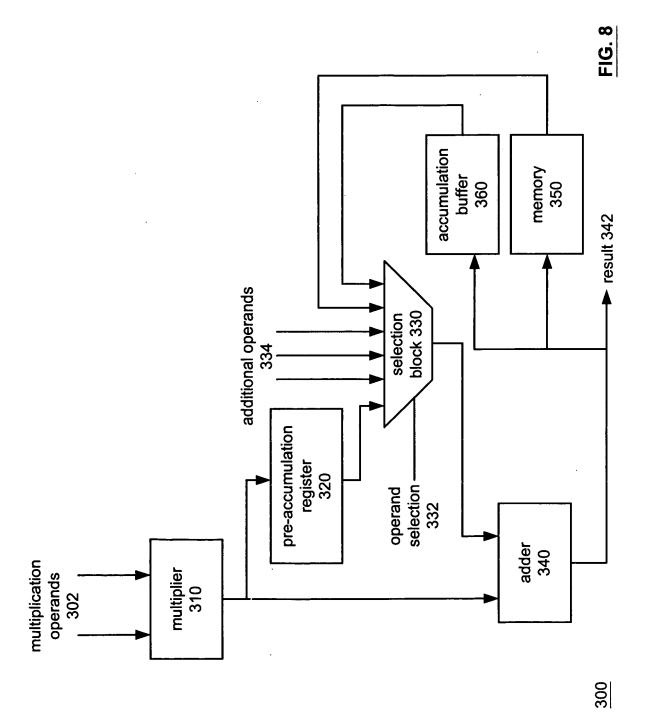
Dometro otatoo

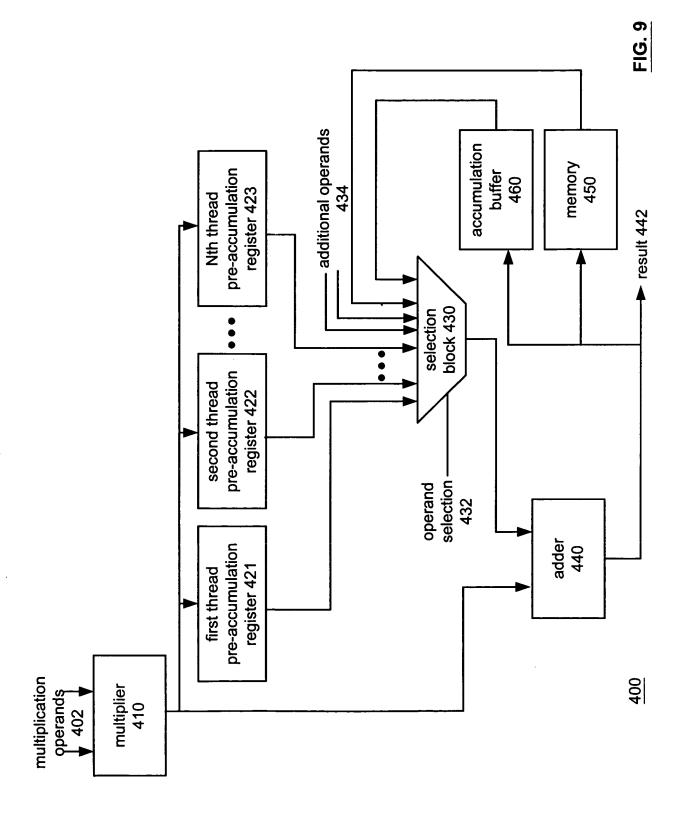


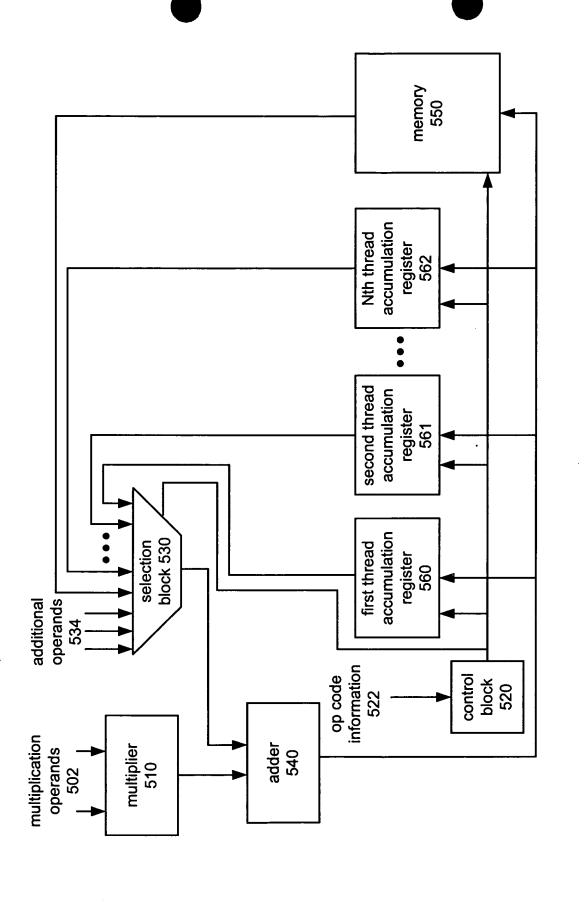






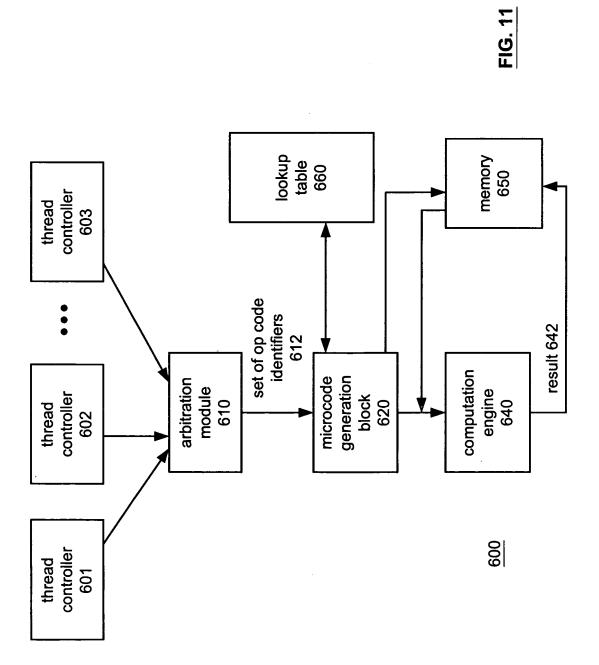






200

FIG. 10



A= input from memory1	address = Block(thread ID) + Index(light ID) B= input from memory2 address = Block(thread ID) + Constant1	Accumulator = Accumulation Register(thread ID)				FIG. 12		
¥ \	<u> </u>	<u> </u>			•			
	(A*B) -> Accumulator	(C*D) -> Accumulator	(E*F) -> M1	(G*M1) -> Accumulator	(Accumulator *M2) -> M3	•••	(M3*M4)=result -> M5	lookup table 660
instruction index	0-1		<u></u>	<u>6-</u>	4		Z -	

DOKERYPLOHELDD

200

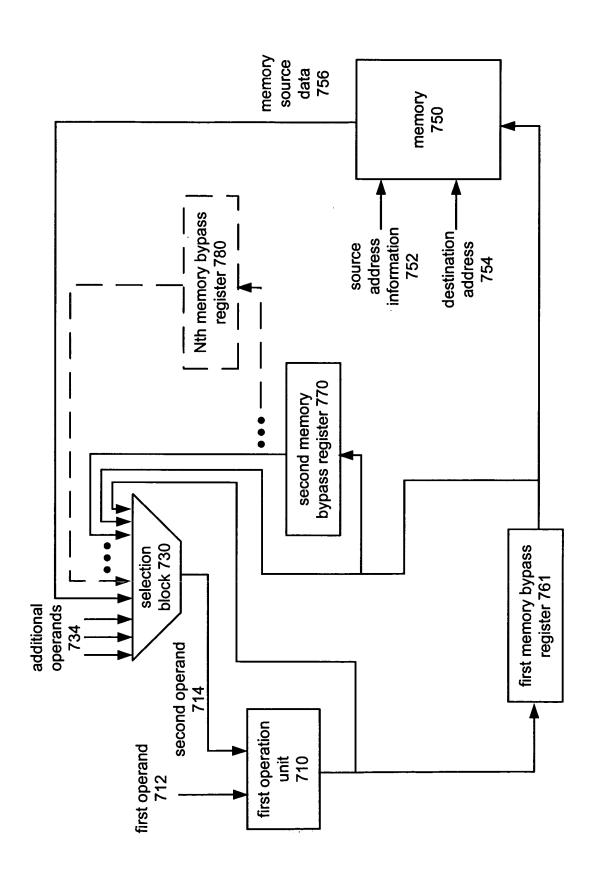
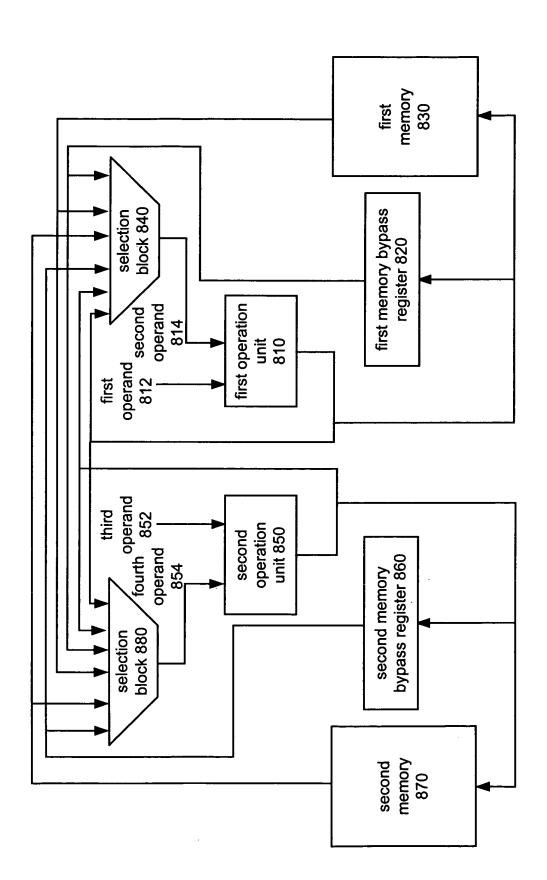


FIG. 14







800

FIG. 15